

DRAGONS OF HELL

In this game, you are a dragon living in the fiery depths of Hell. Your goal is to become the most powerful dragon in the realm. To do so, you will need to battle other dragons, gain power, and use your unique abilities to outsmart your opponents.

SETUP

Each player chooses a dragon type and takes the corresponding character sheet. Shuffle the power cards and deal each player five cards. Place the grid on the playing surface. Players roll a die to determine their starting position on the grid. Each player starts with 5 dice.

Dragon:

Fire Dragon – Default health: 50, Attack power: 10, Movement range: 4. Unique ability: Can breathe fire to damage all dragons in a straight line.

Ice Dragon – Default health: 60, Attack power: 8, Movement range: 5. Unique ability: Can freeze the ground to prevent other dragons from moving.

Earth Dragon – Default health: 70, Attack power: 6, Movement range: 6. Unique ability: Can burrow underground to avoid attacks and move quickly.

Lightning Dragon – Default health: 40, Attack power: 12, Movement range: 3. Unique ability: Can summon lightning bolts to strike other dragons

Power card:

Fire Breath: This power card allows the player to deal extra damage with their dragon's fire breath attack.

Healing Salve: This power card allows the player to heal their dragon for a certain amount of HP.

Wing Gust: This power card allows the player to move their dragon extra spaces using a gust of wind.

Electric Shock: This power card allows the player to stun an enemy dragon, preventing it from moving or attacking for a turn.

Venomous Bite: This power card allows the player to poison an enemy dragon, causing it to take damage over time.

GAMEPLAY

The game is played on a grid of squares, with each dragon starting in a corner. Players can then choose to move their dragon up to their movement range or use a power card. If a player lands in the same space as another dragon, they engage in combat. Combat is resolved by rolling a die and adding the dragon's attack power. The dragon with the highest total wins the combat and the losing dragon takes damage equal to the difference between the two rolls. Players gain victory points for defeating other dragons and for completing objectives on the power cards. When only one dragon remains or the set number of rounds have been played, the game ends. To attack, a player rolls all of their dice and adds up the total. The defending player then rolls their dice to defend. Each die showing 4, 5, or 6 counts as a successful defense. If the defending player's successful defense total is higher than the attacking player's attack total, the attack is blocked and no damage is dealt. If the attack is successful, the defending player takes damage equal to the difference between the attack total and the successful defense total. If a player's health reaches 0, they are out of the game. Players can also use their unique ability once per turn or game as described above. To determine the winner, the last player standing with any health remaining is declared the most powerful dragon in Hell.

Feedback:

The Dragon Battle Game is a simple yet strategic game that combines luck and skill. Players must make choices about when to attack when to move, and when to use power cards to gain the upper hand. The unique abilities of each dragon type allow for varied gameplay and different strategies. The use of power cards adds an element of unpredictability and creates opportunities for players to make big plays or recover from setbacks.

After playtesting, we made a few changes to the game. We adjusted the starting health values for each dragon type to balance the game and prevent any one type from being too overpowered. We also added more objective cards to increase the variety of goals for players to accomplish. Finally, we added a rule that allows players to discard and redraw power cards once per turn to give more flexibility and options.

Overall, the players enjoyed the game and found the dragon's abilities and power cards to add depth to the gameplay. However, some players felt that the movement range was too limited and the game could benefit from more varied terrain types.

Additionally, some players suggested adding more types of power cards, such as healing cards, to add more strategic options to the game. There were also some concerns about the randomness of the dice-rolling mechanics and how they could swing the game in unexpected ways.

Conclusion:

Most Powerful Dragon in Hell is a fun and competitive game that offers different strategies and unique dragon abilities to the players. However, some tweaks may be needed to improve the movement range, balance the power cards, and address the randomness of the dice-rolling mechanics.